Game Round

1: Hero Phase: 3 actions/hero

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- Move 1 zone orthogonally
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Attack: 1 attack/action – 3 types:
- Melee: attack in current zone only
- Magic: current zone +1 in LOS
- Ranged: 1+ zones in LOS (no point blank)
- If attack in Shadow zone, add shadow die to dice pool.

Dice pool: max 3 attack dice/color, 5 blue, 1 shadow, 6 enemy. Roll all together and tally results. =wounds dealt, =activate shadow skill, =wounds received, =enemy special

Trade & Equip: Freely trade/equip items with any heroes in current zone.

Recover: Gain 2 health or mana per action, in any combination.

Special Action: Use of some skills/abilities, or Items/components that require an "action" to trigger effect. Details on cards/dashboards.

Game Round

2. Enemy Phase:

Each mob/roaming monster activates separately. "Enemy" = 1 mob/monster/boss

Mob : Perform 2 actions. Mob targets closest hero
- Mob will attack if possible. If not, move one zone, then attack. Possibly move a second time.

Roaming Monster : Instructions on individual cards – 1st condition met:
- Yes? Complete action & end activation
- No? check second condition and repeat.
- Otherwise activate like a Mob, as above.

Boss: Special per dashboard. One action/condition after EACH hero turn, not separate phase.

3. Level Up Phase:

Heroes MUST spend accumulated XP to increase levels as many times as possible. Increase health/mana and take 1 skill card. Can choose skill at current level or below.

4. Darkness Phase:

Advance darkness track by 1. If icon reached:
-Spawn Mob in EVERY zone with a portal, or
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-Add 1 corresponding treasure token to the bag.

Monk

Setup:
1. Take 4 starting Chakras in hand
2. Choose one Level 1 skill card and add the indicated Chakra to your hand
3. Keep the other skill and Chakra cards as well as the 30 Monk tokens nearby.

Gameplay:
1. At the start of turn, choose one Chakra and place it face up. This will be the Active Chakra for the entire round.
2. There may be more than one active Chakra depending on skill acquisition.
3. At start of next hero phase – discard active Chakra face up to discard pile.
4. When recovery Chakra played, pick up all discarded Chakras for the following round.
5. When stated on Chakra/skill cards, take appropriate tokens from the Monk's pool. Any amount may be spent on hero's turn. Return tokens to the pool once used 1:1 per symbol.

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Druid

Setup: Take dashboard, druid tokens and choose a lvl 1 skill card. Tokens start on #2 on dash.

Gameplay: Once/turn, druid may transform into another form, activating the transformation effect.
- Eagle: Peck, +1 on attack. Cannot recover, trade, interact, open doors.
- Bear: Roar, Ignore 1 black die in combat. Cannot recover, only 1 MP/move action.
- Raccoon, Assist, +1 MP/move. Cannot recover or attack.

Druid tracts: At start of turn, increase all tracks by one, except current form's tract. Place unlocked skill cards below respective columns. Skill may require spending points from the tracts.

Campaign mode: Some higher-level skills will require spending points form other tracts as well.

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Necromancer

Setup: Take soul track, bind tokens, choose 1 skill card & remove skeleton mob & enemy deck – place it to the side.

Gameplay: Necromancer gains souls through combat:
+1 soul/enemy killed by necromancer
+2 souls/mob leader killed by *any* hero
+4 souls/roaming monster killed by *any* hero

Bonuses given at thresholds 4, 8, 14 – only active when soul count is at or higher than threshold.

Spend souls to activate skills and move along the tract as usual.

Skeleton minions: stay in necromancer's square. Not considered heroes, cannot perform actions or suffer reaction damage.
- follow instruction on skill cards

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Necromancer

Revived Leaders: Choose any dead leader (skeleton leader counts) & place bind token under mini. Give weapon from hero's inventory.
- count as heroes for targeting only.
- use health/defense on mob card
- activate once/turn for free, then action spent to re-activate. 1 attack or 1 move (2MP) per activation. Specifics on leader cards.
- cannot recover, open doors, interact or carry other items
- Necromancer gains souls killed by leader
- Leader will level up with mob level
- may have up to 3 leaders revived at a time, depending on the skill.

Revived Roaming Monsters: rules same as leaders +:
- Health = single hero value on card (same in solo mode)
- do not give weapon from inventory
- do not roll shadow die when attacking
- only one revived roaming monster at a time

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Bard

Setup: Take dashboard, chord & note tokens, choose lvl 1 skill card. Remove instruments from treasure decks & keep close by – not inventory.

Gameplay: Chord tokens start on 3 leftmost columns.

- spend 3 to place a note on any open slot, or move a note to another slot, but only one note/column. Can be done multiple times/turn. Does not take an action.
- At start of Bard's next turn, move all chord tokens one column to the right. Wrap around to the left when needed.
- ACTIVE NOTES = notes under chord tokens, which can be used for songs/skills.
- Songs require equipped instrument & uses only active notes.
- Discard any two items to equip an instrument of the same tier. Does not take an action.

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Tinkerer

Setup: Take dashboards, tokens, bombs (6), rules card, constructs and choose lvl 1 skill.

Gameplay: Bombs, Gizmos, ExoArmor and Construct rules detailed on cards.

Bombs: rules change per skill cards – cannot discard gizmo's to place bombs.
- bombs explode at start of Enemy phase
- hero chooses order of detonation, must resolve all bombs in a square before moving on.

Gizmos: Use tokens from treasure bag, count as items from respective tier of rarity.
- can be exchanged at forge as with other items
- may be spent to fulfill 1 effect on rules card, then return to the treasure bag

ExoArmor: needs skill. Discard items (not gizmos) during turn to equip upper or lower part of armor. Place dashboard, removing other items to inventory. Armor has no tier and can't be traded.

Constructs: needs skill. Limited 1 based on skill card. Counts as hero for targeting only. May activate once/turn, action needed otherwise. Move w/ 2MP, acts as hero, no shadow die, kills give experience to tinkerer.

Tinkerer

Common Gizmos (green):

- Smoke bombs: Combat 2
- Cobbled wings: Move +1 MP
- Carrier Drone: trade with hero in any zone.

Rare Gizmos (blue):

- Holy Hand Explosive: Add 1 to 1 enemy in range & immediately resolve all tokens using orange dice instead.

Replicating Gadget: return 1 discarded item to inventory.

Orb of Darkness: Attack +1

Epic Items (purple):

Lucky Coin: +1 action

Freezing Device: Add 2 to 1 enemy in range.

Lightbringer potion: each hero in your zone fully heals and recovers all .

Legendary items (white):

- Blade enhancers: Attack +2 red dice
- Disposable Shield: Defense +2 green dice
- Gift box: Draw two treasure tokens from the bag as gizmo's.

Wizard

Setup: Take amulet & set ready marker to any starting point. Choose lvl 1 skill card & place in any amulet space, replacing the spell already there.

Gameplay:

- May only cast the spell indicated by the ready marker.

- Once cast, rotate the ready marker one space clockwise.

- May force the ready marker forward any time by spending 1/quadrant advanced, always clockwise.

- To attack with spell, wizard must have a weapon with a attack

- Some spells require actions, and some do not. They will be card specific.

Rogue

Setup: Take rogue bag, effects card, 9 starting tokens, choose lvl 1 skill card & add those tokens to the rogue bag. Leave other tokens nearby.

Gameplay:

- Draw 3 tokens each start of round, keep face up until actions are taken.
- Rogue MUST flip one token/action, any order.
- Bonuses on tokens will apply if the chosen action matches the chosen token modifier.
  RED = attack, BLUE = move, GREEN = all
- If token/action doesn't match, the action still takes place, just no bonus added.
- If more tokens are taken from bag, continue performing actions until finished.
- Any unused tokens are flipped inactive at end of turn.
- if more actions are gained aside from those granted by tokens, perform them without use of tokens.
- Used tokens placed in discard pile – when bag is empty, replace with discard pile.

Paladin

Setup: Take dashboard, tokens, & choose a lvl 1 skill card to be placed under any column on the dash.

Gameplay:

- New skills can be placed under any column on the dash, multiples are ok. Effects are additive.

- Any time during paladin's turn, 1 may be spent to place one token in any square in LOS.

- Only 1 token/tile

- Can recall tokens at any time, free of costs.

- At round start, paladin may "bless" one skill card. Flip that card and play by those rules. Only one skill card can be blessed/round. Resets when round is over.

Ranger

Setup: Take 14 Arrow cards & shuffle them, choose lvl 1 skill card.

Gameplay:

- With each ranged attack, deal any number of cards from the arrow deck, counting the arrows at the top.

- Goal is to get 7 arrows. Can stop any time.

- If < 7, Quick Shot = apply all effects from the middle row (beige). Effects are additive.

- If > 7, Overload! = apply all the effects on the bottom row (red). This is effectively a bust.

- if = 7, Bullseye! = apply all the effects of the top row (white).

- Discard the cards after the attack. Shuffle when out of cards & at every turn's end.

Berzerker

Setup: Take dashboard, stance token, choose lvl 1 skill card and place under any column on dash.

Gameplay:

- When wounds are taken, move lost health tokens to the rage pool (max 7). Rage is used to pay for abilities.

- Change stance before or after actions, paying 1 rage/change. May change multiple times.

- Each ability is paid for and activated separately (not additive in column). May only activate each card in active stance once/turn.

Shaman

Setup: take dashboard, element tokens, effects card, spirits & choose lvl 1 skill card.

Gameplay: whenever shaman would gain ✵, they may advance element track 1:1. Cannot spend ✵ already in pool.
- elements spent to trigger shaman's abilities.
- once element reaches "max", may spend all 4 points to flip the token imparting bonus for the rest of the quest. Once/tracker/quest.

Spirits: Summoned with skill cards. May only have 1 of each type at a time.
- count as heroes for targeting only. Cannot carry items, open doors, interact or pick up objects
- may activate once/turn free, otherwise takes actions.
- two actions/turn, attack or move w/ 2 MP. No shadow die is rolled.
- kills by spirits give shaman experience. If spirit is killed, may be re-summoned by paying cost again.

Key Rules to Remember

-Max Dice/pool: 3 attack dice of each color, 5 defense dice, 1 shadow die, 6 enemy dice.

-A hero can have as many items as they want in inventory, just not equipped.

-Player who kills the LEADER of mob, gets the loot. However, all players get experience.

-Each time a door is opened – draw and resolve a door card FIRST, before any other actions.

-Cost of 1 MP (not action) to interact w/ object, open door, pick up ONE item/treasure token.

-Pillars obscure ranged/magic attacks. Attacking into or through pillar squares remove one yellow die from the dice pool. Does not block LOS, however it may negate an attack completely.

-Quest set up – White monster faces are mobs already present at start. Dark are activated by opening doors, meeting quest goals, etc.

Key Rules to Remember

-Fountains & traps only activate once, then removed.

-Forge can be activated multiple times. Exchange 3 items for one item ranked single tier greater than the lowest item in the bunch. Cost 1 MP per activation. Tinkerers can use gizmos as items here.

-During Darkness phase, mobs spawn at EVERY portal (potentially multiple mobs), while roaming monsters only spawn at their specific portal.

-Fire 🔥: as soon as the affected mini activates, roll 1 yellow die & suffer 1 wound per 🗡. Then remove all fire tokens.

-Frost ✵: Lose 1 action per frost token on a mini. Remove them after actions are lost. Roaming monsters require 2✵ to lose 1 action. Bosses take tokens, but are not affected.